

a game environment arranger, which selectively reads out one of the personal information items of the player identified by the player identifier from the data storage, and automatically sets up a game environment based on the personal information;

C1 wherein the player identifier identifies the player using image recognition techniques, and wherein the personal information includes parameters of play of the game.

Claim 7 (Twice Amended). A network system for setting up a game environment, comprising:

a common host apparatus;

a plurality of game machines communicatively connected to the host apparatus;

C2 a player identifier, which is provided in at least one of the host apparatus and game machines, and identifies a player who wants to play a game, the player identifier provided;

a data storage, which is provided in the host apparatus, and stores personal information of a plurality of players which have been played the game, the data storage being operable to store a plurality of personal information items with respect to each player;

a data communicator, which is provided in the host apparatus, and selectively transmits one of the personal information items of the player identified by the player identifier, from the data storage to at least one of the game machines; and

a game environment arranger, which is provided in the respective game machines, receives the personal information transmitted from the host apparatus, and automatically sets up a game environment based on the received personal information;

C<sup>2</sup> wherein the player identifier identifies the player using image recognition techniques, and  
wherein the personal information includes parameters of play of the game.

**Please add the following new claims:**

C<sup>3</sup> Claim 13. (New) The game machine as set forth in claim 5, further comprising a match  
canceller which refuses to establish the multi-player game with the opponent selected by the  
game environment arranger.

Claim 14. (New) The game machine as set forth in claim 11, further comprising a match  
canceller which refuses to establish the multi-player game with the opponent selected by the  
game environment arranger.